UNDERSTANDING THE STATE MONAD_

stackManip = do
push (Just 3)
pop

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push (Just 3) >> pop
push (Just 3) >>= (_ → pop)
State (\xs → (Nothing, 3:xs)) >>= (_ → State (\(x:xs) → (x,xs))
State (\s → let (a , **newState**) = runState State (\xs → (Nothing , (Just 3):xs)) s
in runState ((_ → State (\(x:xs) → (x,xs)) a) **newState**))

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runState State (\s → let (a , newState) = runState State (\xs → (Nothing , (Just 3):xs)) s
in runState ((_ → State (\(x:xs) → (x,xs)) a) newState)) **[(Just 1) , (Just 2)]**

runState State (**[(Just 1) , (Just 2)]** → let (a , newState) = runState State (\xs → (Nothing, (Just 3):xs)) **[(Just 1) , (Just 2)]**
in runState ((_ → State (\(x:xs) → (x,xs)) a) newState)) **[(Just 1) , (Just 2)]**

runState State (**[(Just 1) , (Just 2)]** → let (a , newState) = runState State (**[(Just 1) , (Just 2)]** → (Nothing, (Just 3):xs)) **[(Just 1) , (Just 2)]**
in runState ((_ → State (\(x:xs) → (x,xs)) a) newState)) **[(Just 1) , (Just 2)]**

runState State *([(Just 1) , (Just 2)]* → let (, **[(Just 3) , (Just 1) , (Just 2)]**) = runState State (*[(Just 1) , (Just 2)]* → (Nothing, (Just 3):xs)) *[(Just 1) , (Just 2)]*
in runState ((_ → State (\(x:xs) → (x,xs)) **Nothing**) **[(Just 3) , (Just 1) , (Just 2)]**)) *[(Just 1) , (Just 2)]*

runState State *([(Just 1) , (Just 2)]* → let (, **[(Just 3) , (Just 1) , (Just 2)]**) = runState State (*[(Just 1) , (Just 2)]* → (Nothing, (Just 3):xs)) *[(Just 1) , (Just 2)]*
*in runState (State (\(x:xs) → (x,xs)) **[(Just 3) , (Just 1) , (Just 2)]**) [(Just 1) , (Just 2)]*

runState State *([(Just 1) , (Just 2)]* → let (, **[(Just 3) , (Just 1) , (Just 2)]**) = runState State (*[(Just 1) , (Just 2)]* → (Nothing, (Just 3):xs)) *[(Just 1) , (Just 2)]*
*in runState (State (\ **((Just 3) : [(Just 1) , (Just 2)])→ ((Just 3),[(Just 1) ,(Just 2)]) [(Just 3) , (Just 1) , (Just 2)]**) [(Just 1) , (Just 2)]*

((Just 3),[(Just 1) ,(Just 2)])